

SEGA CD GAME PREVIEW!

GAME PLAYERS

GP Publications, Inc.

Sega Guide!

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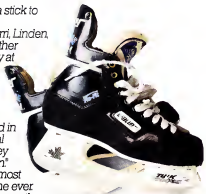
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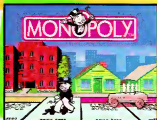
It's time to hit the Grand Prix circuit again! You'll race 19 tough new tracks — three designed by 1991 Formula one champion Ayrton Senna.

67 NHLPA Hockey '93

With this hot new sequel to last year's best-selling *NHL Hockey*, the action gets even better! This time out, all your favorite players take the ice for some of the most realistic hockey ever.

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The Dream Team comes to Genesis! From Jordan to Laettner, all of the '92 Olympic champs are back. Relive the battle for the Gold!



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69 Monopoly

The classic board game goes high-tech! It has all the fun of the original — but there's no danger of losing all your hotels and Community Chest cards.

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Gadgetland was a peaceful place — until the Gem of Gadgetland was stolen! Now, the evil Thump rules the land with an iron fist. Can the Gadget Twins stop him in time?

GAME PLAYERS **Sega Guide!**

GENESIS • GAME GEAR • SEGA CD

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MPA

EDITOR'S NOTES

Whether you're making your holiday wish-list or shopping for a Sega fanatic, it can be tough deciding which of the over 400 Genesis and Game Gear titles are the right ones for you. Throw in the hot new Sega CD, and the choice gets even tougher! But don't worry — help is on the way.

Our next issue of *Sega Guide!* will be the holiday buyer's Guide for Sega gamers. Inside, you'll find our picks of the best Genesis and Game Gear titles available — complete with game screens and ratings! And we'll give you all the new info on Sega CD, from system information and games available to a behind-the-scenes look at how Sega CD titles are produced. Plus, we'll have complete features on two games sure to be holiday hits — *Teenage Mutant Ninja Turtles: The Hyperstone Heist* and *Sonic 2!!!*

But until then, we hope you enjoy this issue! We've got it all — *Captain America* and the *Avengers*, *Greendog*, *NHLPA Hockey '93*, and even a free comic book! It doesn't get any better than this!

OOPS!

The feature article beginning on page 20 of our August/September issue incorrectly attributes *Alien 3* to Virgin Games. *Alien 3* is from Arena Entertainment. We apologize for any confusion!

— Matthew A. Firme
Editor

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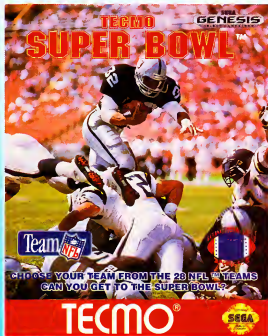
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BACK Feed

Where's the Action Replay?

I bought an Action Replay, and received one of their code magazines. Then I got a letter informing me they had a hotline and would no longer send out a magazine. I called the hotline and got a message saying the number was no longer in service. What's the deal? Do you guys have any up-to-date Action Replay codes?

Jeffery Sullivan
Virginia

What happened to the Action Replay people? I called their number and got a disconnect message.

John Pearl
Ohio

After repeated attempts, we finally tracked down the Action Replay folks in Fenton, England. They informed us that their U.S. distributor in Florida has gone out of business



Want more men? Want to be invincible? No problem, with the Sega Genesis Pro Action Replay. It will find a code for you!

They assured us, however, that the Pro Action Replay and the Action Replay for the Sega Genesis will be available again, this time from another U.S. distributor, sometime around Christmas. Check this and upcoming issues for Action Replay codes!

Alien 3

Will *Alien 3* be available for Game Gear?

Ken McCarthy
Michigan

You bet! We just received the Game Gear version of *Alien 3* from Arena. Even as we speak, our editors are blasting their way through those nasty bugs. Check upcoming issues for more coverage!

Bulls vs. Lakers Backboard

I just got *Bulls vs. Lakers*, and love the game. I was wondering if there is any way to shatter the backboard like in *Lakers vs. Celtics*. Are there any other hidden options?

Corey Davis
Georgia

Sorry, Corey. There are no extra options and, unlike *Lakers vs. Celtics*, not even Sir Charles can shatter the backboard.

Taz Continues

I've discovered a trick that will allow you to get extra continues in *Taz-Mania*. First, go to the second stage of the factory level and get the one-up located at the upper portion of the screen, about one-third of the way through the act. Next, go to the x3 icon located about three-fourths of the way through the act. This icon will give you a continue. Now, kill Taz off and repeat the process as many times as you want!

Kurtis Neveau
Wisconsin

Cool tip, Kurt! Thanks for the info.

Streets 2

Will there ever be a sequel to *Streets of Rage*?

Stan Sajous
Minnesota

Streets of Rage II is on the way! Sega plans to release this hot sequel sometime in December. You'll fight a new villain — the dreaded Mister X — whose evil drug gangs control



Return to the action — *Streets of Rage II*.

Metro City. *Streets II* lets you bust your way through seven stages of action!

CAN YOU TAKE THE TERROR?

ALIEN 3



SHE'S BACK!



FEEL THE SUSPENSE!



FEEL THE DANGER!



FEEL THE TERROR!



ALIEN 3[™] ON GENESIS[™] AND GAME GEAR[™]!

The Xenomorphs are fast, spit acid and are right behind YOU! The motion tracker is your only warning. No time to think, no time to catch your breath...RUN!

Can't see very far ahead in these air ducts. Hard to breathe. Face-huggers can be anywhere. Must find a Queen Alien. The closer you get, the more Aliens you find...better not have them find you first!

Just keep telling yourself, "THIS ISN'T REALLY HAPPENING...IT'S ONLY A GAME."



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BACK Feed

Fatal Fury?

In your latest issue, I noticed Takara is working on Genesis versions of Neo Geo games like *King of Monsters* and *Fatal Fury*. When will these games be available, and how closely will they follow the original versions?

Derek Stratton
Connecticut

Takara is hard at work on both *King of Monsters* and *Fatal Fury* for Genesis. The games won't be available until early '93, but here's a sneak peek at *Fatal Fury*.



A Few Good Questions

Recently I called the Sega hotline for a game tip, and the guy told me I'd have to call Electronic Arts because it was one of their games. They have a 900 number, and I don't want to sit and listen to a recording that charges me for info I don't want. Are there any other tip lines? Finally, do you know when the Sega Game Genie will be available?

Shane Pate
Alabama

The Electronic Arts 900 number has both recorded hints and a live game counselor on duty. If you still don't get the facts you need, try calling 415-572-2787 — this is the Electronic Arts customer support line. Finally, the Sega Genesis Game Genie is in stores now!

Aviation Lover

I am very impressed with *F22 Interceptor*. Electronic Arts has done an outstanding job bringing this title to the Genesis. Still, I want more! I have visions of flying an A6 Intruder, an A7 Corsair, or even the LHX Attack chopper. What can I expect next?

Roy Trice
California

Are you a mind reader, or what? *LHX Attack Chopper* is on the way, and from none other than Electronic Arts! And for more chopper action, watch for *Steel Talons* from Tengen. It'll be nearly identical to the arcade game! Still need more? How about *F-19 Stealth Fighter* and *Strike Eagle 2* — two big titles on the way from new licensee MicroProse!



Toe Jam and Earl Island Hideaway Revisited

In a recent issue of the Sega Guide you told about a secret island in the lower-left corner of the first level in *Toe Jam and Earl*. I found another island in the upper-right corner! There are six presents on this island.

Mark Lauer
Missouri

Great gaming, Mark! Those six extra presents can also help you reach the hidden island. And remember, there's a 1-up on the island hideaway.

Wrestling on Genesis

I heard a rumor that *WWF Wrestling* is about to come to the Genesis. Is this true, and whatever happened to that Jesse "The Body" Ventura game?

Rodney Rose
North Carolina



Steel Talons from Tengen

HUNT OR BE HUNTED!

PREDATOR 2 ON GENESIS



SEARCH THE ROOFTOPS FOR THE
PREDATOR'S LAIR



SILENT. INVISIBLE. INVINCIBLE... The Predator is in town with a few days to kill!!!! It comes from a distant world... Invisible, it's armed with powerful weapons unlike anything we know. It mercilessly stalks humans...for sport.

As Lt. Harrigan, it's up to you to rescue innocent people from the clutches of the evil drug gangs—before they become trophies of the Predator. Search the streets, rooftops and subways until you confront it.

Get Predator 2 on Genesis... before he gets you!



WATCH YOUR BACK, THE
PREDATOR'S IN THE SUBWAY!



DEFEAT THE PREDATOR OR
JOIN HIS TROPHY CASE



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BACK Feed

For a couple of years now, Dream-works has been planning to release Jesse "The Body" Ventura — but after poor initial reaction at several trade shows, the title was pulled from development. But Flying Edge is moving ahead with WWF Super Wrestlemania. It'll be available for the Genesis in November, and for the Sega CD in the first half of '93.



WWF Super Wrestlemania from Flying Edge

Questions, Questions

I've read all the "Sega only" magazines, and I find your magazine to be more informative, and the most accurate. That's why I want you guys to answer my questions. First,

are there any codes for *Toe Jam and Earl*? Second, how do you get through the cellar maze in *Revenge of Shinobi*? And finally, will Sega ever make a third *Joe Montana Football*?

Stanley Proctor
Maryland

Thanks for the compliments! Now, let's answer those questions. First, we aren't aware of any codes for *Toe Jam and Earl*. Have you found the secret island? Here's a hint — check the previous letter. Second, check our Volume 2, Number 4 issue for a complete map through the *Shinobi* maze. And finally, *Joe Montana III* is currently in development at the Sega Multi Media studio. This hot new Sega CD title will be licensed by the NFL, so look for all your favorite teams!

Quackshot

What a great *Quackshot* feature (Volume 2, Number 6)! It really helped a lot. Still, I'm having trouble on Great Duck Treasure Island. When I get inside and reach the upper floor, I can't get up the passage from the moving platform. Can you help?

Rusty Shaffer
Maryland

No problem. Jump into the passageway, and use the plungers to cling to the walls. Use them like stepladders to get up the passage.

Turtles on Genesis?

Will the Teenage Mutant Ninja Turtles ever be available for the Genesis system?

Frederick Adams
Illinois

Turtle fans rejoice! Even as you read this, new Sega licensee Konami is developing a Teenage Mutant Ninja Turtles title for the Genesis system. Called *The Hyperstone Heist*, the game should be available sometime around Christmas. Keep reading *Sega Guide* for the latest coverage!



Do you have any questions, hints, or suggestions about the Sega Genesis system or games? We want to hear from you! Write to:

FeedBack
300 A-E South Westgate Dr.
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Enter the Jennifer Capriati Tennis Champions '93 Contest and See A Great Match.

Olympic gold medal winner Jennifer Capriati brings together some of the best players in the world to challenge you with power serves, baseline thunder, net volleys and exciting point rallies. All the realism of tennis is here, from the skid of a backhand shot past your opponent to the overhead smash for the match. Even create your own players for the circuit tournaments or just a quick exhibition match to build up your skills. And don't forget doubles because teamwork is always important in professional sports. Looking for a great match of tennis? It's right here in Jennifer Capriati Tennis, from Renovation Products for the Sega Genesis system.

RENOVATION
PRODUCTS

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What Gamers May Win:

GRAND PRIZE — One (1) all expense paid trip for two (2) to see Jennifer Capriati play in a tournament to be determined by Jennifer Capriati. Also included in the prize is a special meeting and autograph session with Jennifer, plus two (2) Renovation Products T-shirts.

FIRST PRIZE — One (1) free game cartridge from Renovation Products to fifty (50) lucky entrants in the Jennifer Capriati Tennis Champions '93 Contest.

SECOND PRIZE — One (1) free Renovation Products 100% cotton T-shirt to five-hundred (500) lucky entrants.

How To Enter:

To qualify for the Champions '93 Contest, participants must win all four tournaments in Jennifer Capriati Tennis. When a player has won the complete circuit, a champions screen will be displayed with the statement "Congratulations on your great victory!" followed by the closing credits listing the creative designers behind Jennifer Capriati Tennis, plus a special option password. A photo of any of these screens will be accepted as proof of winning the circuits.

To enter, fill in the form or print your name, address, phone number, age and the words "Jennifer Capriati Tennis Champions '93 Contest" on a 3" x 5" card. Then mail your entry form along with a photo of your winning TV screen to: Renovation Products, P.O. Box 641357, San Jose, CA 95164-1357. All prizes will be awarded to qualifying entries in the order they are chosen.

Contest Rules:

This contest is sponsored by Renovation Products and National Mailing Service. Only one entry per person. No purchase necessary to enter. Winners will be notified by mail. Chances of winning are determined by the total number of entries received. Contest ends January 31, 1993. All entries must be postmarked by this date. Only valid in U.S.A. Void where prohibited. Employees of National Mailing Service, Renovation and their families are ineligible to enter. National Mailing Service and Renovation reserve the right to cancel this promotion at any time with appropriate notice. Winners' names and prize information may be used by National Mailing Service and Renovation for promotional or advertising purposes without further compensation.

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Code BREAKERS

WARRIOR OF ROME

Hidden Game: To access a hidden game within *Warrior of Rome*, first plug in both control pads. Using controller 1, go to the Game Selection Window, and highlight the Load Data line. Now move your the arrow indicator to the far right end of that line. On controller 2, push the START button repeatedly while pressing A on controller 1.

A "Tug of War" game will appear. Push the C button repeatedly to do battle. At the end of the match, the Count will indicate the number of times you pushed C.



NEW GENIE CODES

Here are some new codes for your Genesis Game Genie!

SONIC THE HEDGEHOG

BDLT-AAGL — Sonic skywalks (if you go too high, Sonic may end up in a strange place!)

AEOT-CABY — Sonic keeps his Speed Shoes for the rest of a level, or until he's killed.

KRUSTY'S SUPER FUN HOUSE

ABFA-AA6J, and **93FA-AEEL** — Magic Blocks always contain Superballs

SFFT-BY0A — Krusty Dolls and Magic Blocks are worth five extra lives

8A9T-AACT — Gives you about 70 seconds to get all the tokens in bonus rooms

TAZ-MANIA

CYJT-JABY + **CYKT-JAB2** — Start with 15 lives

2JLT-JCF0 — 15 seconds of invincibility after injury



PZ4A-F21R — Each x3 icon is worth six continues

PIT FIGHTER

A3YT-2AAJ — Start with six lives

EDMA-2GDA — Power pill lasts longer

DEVILISH

99 Balls: At the player select screen, press and hold A, C and Left, and press Start.

As the game begins, you'll have a stock of 99 balls!



AX BATTLER (GG)

Continue Passwords: With these passwords, you can begin the game in different areas of the castles and towns.

Turtle Village: BNK-LPAG-HMGG-NOGO

Sand Marrow: AOEC-DLCD-PNFP-FBPF

East town: PKIL-MPGO-AHDH-KHCJ

Brookhill: CPGG-CIAK-AEFF-OPKO

North Valley: MBBM-KFDK-HJBK-KKJE

Ice Cliffs: FJGO-LMHJ-LJGG-OOPC

OUTRUN

Hyper Options: Here's how to access a special options menu. Press Start at the title screen, then press the A button 11 times, the B button 3 times and the C button 8 times.

The screen will change from regular options to Hyper Options — and there's even a stage select!



If you have any codes or passwords you'd like to share, we'd love to hear from you. Send them to:

Code Breakers
300-A South Westgate
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KICK SOME BALLS

You're in total control of all the fast and furious soccer action you can handle with *World Trophy Soccer*. Play the ultimate championship game by yourself or with a friend as you pass, dribble, tackle and shoot your way through the qualifying rounds with national dream teams from all over the world. The only thing you can't control is the other team's ruthless players. As long as the ref's not looking, they'll try every underhanded strategy imaginable to win the Cup!

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WORLD
TROPHY
SOCCER™

The Return of Ballistic!

Over the last few months, we've been following the developments in a lawsuit between Sega of America and Accolade. Accolade is the parent company behind the Ballistic line of Genesis-compatible titles, which have included *Mike Ditka Power Football*, *Hardball!*, and *Star Control*. Accolade is not a licensee of Sega, though — and that's where the problems between the two companies began.

To recap, Sega has maintained that Ballistic's titles infringe on Sega's copyrights and trademark. Ballistic's position is that their technicians legally reverse engineered Sega's carts — a process used to discover how a program works with a particular hardware system, so that programmers can write their own games for that system.

Earlier this year, a judge issued an injunction barring Ballistic from selling any of its Genesis-compatible titles, or developing any new ones, until the lawsuits were resolved. But on August 28, an appeals court struck down that injunction. As a result, Ballistic is again able to sell and develop new games for the Genesis.

This is certainly great news for Ballistic and parent company Accolade. And it might actually be good news for Sega as well. After all, the more quality games there are on the market for any game system, the more likely consumers are to buy that system.

The legal battle isn't over, though. Sega and Accolade will go to trial later this year to determine the final outcome of this complex disagreement. But in the meantime, watch your store shelves for new Ballistic games, including *The Duel: Test Drive II*, *Double Dragon*, and *Super Off-Road*.

Here Comes Sonic!

He's a lightning-fast defender of justice, the hedgehog with an attitude. He's Sonic the Hedgehog, and he's back to tackle Dr. Robotnik again!

Sonic 2 is scheduled for release this November, and promises to be the Genesis title of the year. This time out,



Sonic is joined by a new friend, Tails — a two-tailed fox who can run almost as fast as Sonic, and perform the same rolling and jumping attacks.



Sonic 2 will also be available for both Game Gear and Sega CD. Look for more in our next issue — and here are a few screens to hold you over until then!



Teenage Mutant Ninja Turtles — on Genesis!

Big news for you Turtle fans! Konami has announced that it will start producing games for the Genesis, and first up is *Teenage Mutant Ninja Turtles — The Hyperstone Heist*, due in stores by Christmas. In this all-new adventure, the Turtles must find out why Manhattan is shrinking. Does it have something to do with the mysterious Hyperstones? The crime-fighting quartet travels from Shredder's hideout to the Technodrome to keep the Big Apple from becoming raisin-sized.

Other upcoming Konami games for Genesis include *Tiny Toon Adventures*, expected next spring, and *Sunset Riders*, based on the popular coin-op game.

Konami is one of the biggest third-party producers of Nintendo games, and the company's decision to sign with Sega is terrific news. Among Konami's latest Nintendo hits are the fantastic *Contra IV: The Alien Wars*, *Gradius III*, and *Super Castlevania* for SNES, and *Star Trek* for NES. We can only hope that a few of those titles make it to Sega.

For some sneak peeks at the Turtles on Genesis, see "Feed Back" on pages 6-10. And look for even more Turtles in our next issue!



The Holiday Rush

Every year around this time, game companies start gearing up for the holiday season by releasing the best new titles of the year. Some years, you'll see more new games in October, November, and December than you'll see the rest of the year!

Here are some pics of a few of the new titles we can look forward to this year, or in the beginning of 1993.

From The Software Toolworks comes *Outlander*, a futuristic adventure. In a post-holocaust world of lawlessness and danger, you must rescue a kidnapped genetic engineer — before his kidnappers can force him to build a weapon so powerful it could destroy the world!



Absolute Entertainment's *R.C. Grand Prix* for Game Gear lets you experience the thrill and excitement of racing radio-controlled speedsters. Up to four players can compete for the championship!



Sega of America has quite an impressive lineup on the way. First is *Home Alone*, based on the smash-hit movie of the same name. You'll play as little Kevin, using every toy and nasty trick you can think of to keep a pair of bungling burglars out of your house.



Also coming from Sega of America is *B-Bomb*. Barker the Bulldog, Ophelia the Cow, and Trotsky the Pig have been captured by Plutonians. To win their freedom, they must compete in B-Bomb—a sport in which the contestants fly, and use their rear ends as weapons!

Another offering from Sega is *Chakan: The Forever Man*. Chakan, a popular underground comic book hero, is a disrobed warrior-priest. He's immortal, but doomed to wander a nightmarish land of constant struggle. You'll battle all manner of beasts in this one!



One of two new Disney titles from Sega, *Talespin* brings the top-rated animated TV series to Genesis. Bloo and Kit have entered a race to fly around the world, and they'll need your help to avoid Don Karnage and his Air Pirates.



The second Disney title from Sega, *Ariel: The Little Mermaid*, is based on the animated feature-length film. You can play as Ariel, the Little Mermaid, or her father King Triton, as you battle the wicked Ursula to save the kingdom of the merpeople.



And last but not least, there's *Streets of Rage II*, also from Sega. This time out, Blaze and Axel are joined by two new allies — Adam's brother Sammy, and an enormous pro wrestler named Max. Together, the four must take on Mister X and rescue the city from disaster.



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GREENDOG, that

famed surfer, was catchin' some

KILLER white water when an awesome
wave smashed him onto the beach.

When he finally managed to pull his

head out of the sand, he found a
mystical pendant around his neck!

Unfortunately, what he thought was a
really COOL find turns out to be not-
so-groovy. Greendog can't take the
pendant off, because it's cursed.

While he's wearing the pendant,
any living creature Greendog comes
in contact with goes whackol! And
worse of all, he can't hit the waves
until the pendant's curse is lifted! A
most bogus situation.

To get rid of the heinous jewelry,
Greendog must find six pieces of an
ancient Aztec surfboard, hidden
somewhere in the lush Caribbean
islands.

Those waves are callin', dude.
GET TO IT!

GENESIS SEGA OF AMERICA



Vince Matthews

GREEN



Washed Ashore



The Big
Kahuna's
problem



Green Dog



Greendog: An ultra-cool dudel To the "Dog," surfing's not just a sport — it's a way of life.



Greendog's babe, Bambi: Bambi knows the Ancients weren't some band from Jersey City. They surfed...like gods. Bambi clues you in and sends you off to find the Surfboard of the Ancients.

Fetch, Green's dog: Fetch helps Greendog randomly. Whenever he appears, he's



lookin' for food. If Fetch snatches a bone, he helps the Greenster by growling on the enemies.



Green Dog's Panic Power

Greendog has some MOST EXCELLENT toys that help him locate the six pieces of the board. These include a pedal-copter and rad rollerblades. Use em' to find the surfboard pieces and break the curse!



The Super Disc: This super, enemy-seeking disc needs no throwing — it automatically attacks anything that gets in Green's way. Cool!



Cola: When Green gets down, there's nothing like a Cola to pick him up and replenish his energy.



Clock: This rad item freezes anything on-screen for a few seconds. But beware — even while they're stiff as a tropical breeze, these foes can still hurt Greendog if he touches them!

dog



Umbrella Hat: Not only does this fashionable lid protect Green from the sun's

unbearable heat, but it also makes him invincible! While wearing the hat, Green can take on just about anything.



Caribbean



Hit everything you see at least twice. Power items are hidden in some of the damdest places.



Look before you leap! Use your Super Disc to clear the path before you take the big plunge.



Way cool!
A parrot ride!



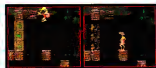
The natives use the VTA (Vine Transit Authority) to get around. But look before you leap!



A totem pole or rock blocks your shots. Remember to move out from behind these obstacles so you can knock down your enemies.



Use the Super Disc or the Umbrello Hot while on the vines or when log-hopping.



Your disc can be used in mysterious ways. Thrown into this guy's mouth, it becomes a key to the unknown.



What a rod hellipiel!
You'll shred some concrete on the island of Jomoico.



Be on the lookout for fire-breathing statue heads and walking statues inside the ancient Aztec temples.



You can move fast on the skateboard, but try to take it slow. Be careful, and watch for bouncers that can throw you back a few feet.



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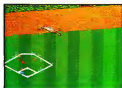
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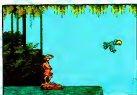
THE Islands

GRONADA

This tropical rainforest is filled with MAN-EATING fish and KILLER parrots. Do your best Tarzan impression and swing from vine to vine along the river.



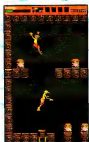
Pick up any food and all the Panic Power items you find in the rainforest.



This parrot is one of the good ones. Catch a ride with him over the falls.



Inside the Aztec Crypts, look up here for booty. Also, check the walls of the temples for hidden passages.



Use the bouncers to get to otherwise unreachable areas.



The Mechanized Totem of the Ancients guards the exit. Use your Super Disc to keep striking the head facing toward you.



You're on your way, Greenog! You've got the first piece!

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Get ready to hop on your pedal-capt and cruise the coast! In these bonus stages, collect food for extra points, and stroll the strand for power-ups.



Stay close to the top of the screen to avoid the fish and porafs.



Once Ferch catches a bone, he'll chew up the competition.

During the island bonus stages, you must contend with crabs, pulverize pelicans, and slay starfish. The starfish fly aopt when hit, scattering sharp chunks of shell across the beach. Stand between the falling pieces to avoid injury.



CURACAO

IT'S AN OCTOPUS' GARDEN! Curacao is home to some of the most beautiful tropical aquariums in the world. Green must explore this one to find another piece of the board.



Swipe at the oysters to get their pearls.

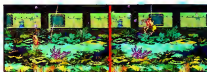


Be quick! You could be its next meal.



You've got to watch those suction tubes inside the aquarium.

Wait until the seaweed stops swaying, then move past.



Fish hooks snag the Greenster if he's not with the program!



Hidden somewhere in the aquarium is a secret passage to an undersea crypt. You'll find another piece of the Surfboard of the Ancients here.



First, jump to this platform and continue to the right.



Use your disc to reveal a secret escape route.



Search the walls to locate hidden rooms. This one conceals an extra man.



Greendog's underwater air supply is limited, so keep him alive with the extra air trapped inside sea sponges.



Piece collected!



To beat this boss, use the same technique you did before.

JaMaica

This tropical tourist trap holds yet another piece of the board. Skate the halfpipe in the park, then tread through the subway.



Jamaica, home of the best rollerblading anywhere!



You encounter all sorts of crazy characters in the subway. Watch out for shutterbugs — the flash of their cameras can stun you.



Another piece collected! And plenty of excellent adventure lies ahead, dudes!





PREDATOR 2™

Los Angeles, 1997: The City of the Angels is looking less angelic than ever. Drug-crazed gangs have turned the streets into battlefields, and the constant violence is being aggravated by the worst heat wave in the city's history.

But there's more boiling under the surface than hot-blooded gangs out for kicks. A rash of bizarre murders has been taking place all

over the city, and even the drug-induced frenzy can't account for the disturbing condition in which most of the victims have been found.

Whatever's behind this, it's up to Lt. Mike Harrigan to deal with it. His investigation has turned up something too strange to handle with regulation police procedure. In '97 LA, it's kill or be killed — you're either someone's prey, or you're one of the predators.

— Jeff Lundrigan



The streets are no place to hang around — gang members swarm at you from all sides if you linger out in the open. They can be temporarily stopped by blasting the doors where they appear. After a half dozen shots, the doors are sealed — but only until you leave the screen. Your mission is to release the hostages you find before the Predator gets 'em!

The rooftops are even worse than the streets, since now the gangs have access to helicopters. The Predator kills off hostages much more quickly during this stage, so get moving!



Back at ground level, try to stay near the walls and out of the middle of the road. Armed gang members in taxis drive up and down the street, trying to shoot you or run you down.

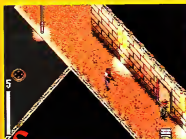




If you head down and to the right from the beginning of the level, you'll find a first-aid kit — grab it quick!



Gangsters on motorcycles are a real threat. Zig-zag from one side of the street to the other and you should be able either to destroy them or get out of the way. Hopefully, both!



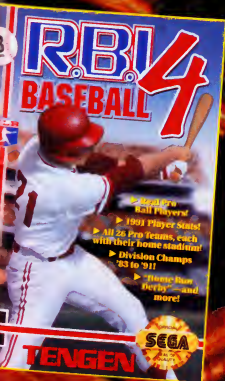
Stick to the right wall as you move past the last barricade at the end of the stage. You'll find a first aid kit, but be careful — it takes more than one shot to kill the guy guarding the kit.



This taxi blocks the street. It's easy to go around it, but there's a shotgun hidden underneath. Destroy the taxi and pick up the gun. You'll need it!



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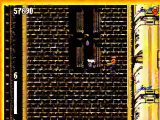
At the end of the stage, a large truck blocks the street, and you must blast it out of the way. Use grenades and concentrate on the gang members. Killing them cuts down on the firepower directed at you — at least until new gangsters take their places.



Deep in the subways, the Predator makes his first personal appearance atop one of the cars. You can't hit him from where you are, so just dodge his shots as best you can until he goes away.



In the subway, gang members come at you from passing trains. Aim to the side or diagonally — and keep moving. You've still got hostages to rescue.



Be alert for special weapons and other items hidden among the benches on the subway platform. They can sometimes be hard to spot.



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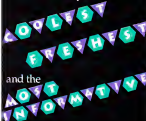
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The Predator himself waits at the end of the subway. Dodge back and forth and don't stop shooting. You should have found a number of alien spears by now — use 'em!



The Predator attacks you a number of times during this stage, and each attack is more deadly than the last. Concentrate on taking as little damage as possible, and hit back when you can.



When you meet the Predator at the end of the stage, he's also using disks — and you'll quickly learn just how effective they can be! Again, concentrate on avoiding damage and take shots when you can.



The slaughterhouse is multi-leveled, with catwalks high above the ground.



You can find several flying disks in the slaughterhouse. They circle around you, killing any enemies they hit.



The final city stage is where the largest gangs can be found. The fighting here is furious. Expect not only helicopters, motorcycles, and taxis — but all three at once!

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And you've been chosen to take on the...
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...the world's most powerful corporation. You've been chosen to take on the world's most powerful corporation. You've been chosen to take on the world's most powerful corporation.



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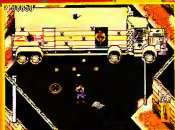
You find many parked taxis, and just as in previous levels, they all hide something. You can occasionally find special weapons under choppers as well, so keep your eyes open.



At the end of the stage, you're attacked by three choppers. Although two of them fly away, you must destroy the remaining one before moving on. If you don't, it stays there, hovering and shooting at you, while you battle the truck boss.



This truck is just like the first one, except that it can take a lot more damage. Use any weapon you have — grenades, shotguns, rifles, everything!



As if the truck weren't enough, you have to fight off another swarm of choppers before you can exit the stage! Don't get caught in their crossfire, and destroy them one at a time.



If you thought the human gang members were a problem, wait until you fight a gang of Predators! The alien ship holds tricks and traps you haven't even thought of yet — good luck!

GP

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Nintendo Guide

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SNCS55

BATTER UP!

A GUIDE TO GENESIS BASEBALL

PI CANTRELL

Genesis baseball fans, take heart! Just as pennant fever grips the nation, several new simulations of America's pastime are here or on their way. So lace up your cleats and put some pine tar on your bat. It's time to play ball!

SPORTS TALK BASEBALL BY SEGA OF AMERICA

Sports Talk

Baseball is like a Las

Vegas show. It's entertaining, with plenty of glitz and sparkle, but it sure ain't Broadway!

Like most other sports simulations by Sega, *Sports Talk Baseball* has plenty of bells and whistles. But it falls short in the area of game play. A Major League Players Association license and digitized announcer's voice are the two biggest attractions — you'll be able to control your favorite "real-life" players, and hear actual play-by-play during the game.



IN LIVING COLOR

The graphics in *Sports Talk Baseball* are a mixed bag. The batters are large and extremely detailed, complete with powerful forearms and accurately wrinkled uniforms. But the fielders and pitchers are small and not very detailed, and their animation is limited.

Graphic "extras," such as crowd animations, are almost non-existent. You have your choice of three different ballparks, but they're fairly similar in look. And there are no animations that pop up during play, save the huge "home run" banners that scroll across the screen when a batter puts one in the seats.

Sports Talk Baseball does present you with a nice X-Y graph for each player to illustrate his abilities — power, fielding, throwing and running. Likewise, pitchers are rated for fastball, breaking ball left or right, and changeup abilities.

HE'S NO HARRY CARRY

The play-by-play feature in *Sports Talk Baseball* is a key selling point for some people, but I've grown tired of it. Sega used the same announcer that was featured in *Joe Montana Sports Talk Football*, and he doesn't seem to fit in as well this time as he did with the football cart. The announcer seems emotionally detached and tends to drone on, something I'm not accustomed to when listening to a baseball game. And the commentary constantly falls behind in describing the action. Often, the last play is still being called as your fielders are on their way to the dugout.

While the voice feature has some negatives, Sega was very smart when creating background music for this product. Most baseball games, especially the ones made in Japan, tend to overwhelm the user with background music. *Sports Talk Baseball's* music is what you expect to hear at a ballpark — stadium organ and crowd cheers. A perfect compliment for America's pastime.



EIGHT MEN OUT

You'll find most of your favorite players in this game, complete with their 1991 stats. I say "most" because Sega has reduced each major league roster to 20. The missing players are mostly middle-inning relievers and bench players — so if you're a fan of Joe Girardi of the Cubs, or Wally Whitehurst of the Mets, you'll be disappointed. But most gamers will be satisfied taking their hacks with Bobby Bonilla, or swiping second base with Rickey Henderson.



PLAYING PEPPER

It's in the pitcher/batter portion of the game that *Sports Talk* nearly strikes out. The fastest fastball is easily put into play, and you can forget about "drop off the table" curveballs or nasty sliders. They don't exist in this game. The batter has all the advantage, making it a good simulation of batting practice but not much more. Even the feeblest of hitters can connect off Roger Clemens or Tom Glavine. There's no

real bonus for being a top major league pitcher.

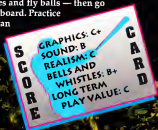
While it may be too easy to hit the ball, Sega has accurately duplicated the fly ball/grounder/line drive ratio in this game. This may be the first baseball videogame that has the right proportion of

bounding grounders, long fly balls, and screaming line drives — most simulations have too much of one or the other.



Keeping Score

Sports Talk Baseball is a major improvement over Sega's previous baseball effort, but it still has a long way to go before it reaches the majors. With its unbalanced hitting/pitching game, *Sports Talk Baseball* will hold your interest only for a limited amount of time. I would suggest Sega hang on to the MLBPA license, keep the same mix of grounders, line drives and fly balls — then go back to the drawing board. Practice makes perfect. You can ask any ballplayer!





R.B.I. BASEBALL 4 BY TENGEN

The *R.B.I. Baseball* series is one of the most successful sports series in the history of video games. Tengen has achieved this success in part because of one consistent factor through out all the *R.B.I.* products: a Major League Players' Association license.

The early *R.B.I.* games for the Nintendo Entertainment System weren't much to look at - stubby characters that looked more like overweight children than professional ballplayers. But as the years have passed, Tengen has steadily improved its *R.B.I.* product. Which brings us to *R.B.I. 4* for the Sega Genesis.



FIELD OF DREAMS

To say the graphics in *R.B.I. 4* are impressive is an understatement of Ruthian proportions. "Stunning" would perhaps be a better description. Yessir, baseball fans, the folks at Tengen have upgraded the look of *R.B.I. Baseball* one thousand percent.

Players are large and detailed — and well animated. Pitchers shake off signs from their catchers, batters twitch in the batter's box, and fielders bob in anticipation of a hard hit grounder. All this adds a feel of realism to the game.

There are plenty of graphic extras as well. Pop-up display windows show animations of coaches flashing signs to the batter and teammates doing the "forearm bash" for clutch hits. You'll see cheering fans and replays of all close plays.

Tengen has also created a video representation of every major league ball park — the first video game to do so. You'll see the ivy-coated walls of Wrigley, and the Green Monster of Fenway. They've even included the fountains in the outfield at Royals Stadium. An option in the game allows you to tour each park — a great way to learn the dimensions of your home field.

THE SOUNDS OF SUMMER

Great sound effects add to the overall presentation. Umps bark out "strike," "ball," "foul ball," and "safe" with the right amount of enthusiasm, and the bat-cracks and glove-popping sounds are right on the money. The crowds are vocal — you'll hear them when you do something right, and as background noise when you're at the plate. The only negative is the music, which is, at best, bearable. But at least there's an option to turn it off.



PENNNANT CONTENDER

Thanks to that ever-present MLBPA license, all the 1991 pro teams are here. But Tengen went one step further by including all the division winners from 1983 through 1990. Tengen couldn't use any of the names of players who've retired or left the major leagues (these players aren't covered by a MLBPA license), but they were able to skirt the issue by listing the former major leaguers by initials only. So third baseman Mike Schmidt of the '83 Philadelphia Phillies is referred to as "M.S. Third Base," and his season stats are included.



R.B.I. Baseball 4 is almost baseball nirvana for long-suffering fans who've been waiting for a faithful 16-bit rendition of America's pastime. But the game does have a few flaws.

Most of the balls hit in *R.B.I.* are low-level line drives, and many of them are caught — something you just don't find in the major leagues. There aren't as many routine grounders or pop-ups as you'd expect to see.

Another problem is that the computer opponent is poorly programmed. He'll relieve starting pitchers with other starters, rather than a middle-inning reliever or a stopper, and he'll rarely pinch-hit for a pitcher in the late innings when trailing by

a run or two. You'll also see as many as five players converging on a fly ball at times. I've heard of fielders backing each other up, but this is ridiculous!



Keeping Score

The improved graphics and sound of *R.B.I. 4* make it a definite pennant contender in the world of Sega baseball games. Improved game play would make it an all-time classic. I'm

already looking forward to *R.B.I. 5!*



AND NOW
FOR THE LATEST ADVENTURES OF

**MICK &
MACK**

AS THE

GLOBAL GLADIATORS™

SEGA
GENESIS

SLIME WORLD

WELL DUDE, LOOKS LIKE
IT'S UP TO US TO DEAL
WITH THOSE OVERGROWN
BLOBS O' DOZE GUCE!
AND FOR ALL...

YEAH MAN, IF WE CAN'T
STOP THESE SLUSHIES
FROM ASSEMBLING THAT
SLIME MACHINE IN TIME
THE WHOLE
EARTH'S GOING
TO BE A TOTAL
SLURMOGNA!

MY CREATION IS
ALMOST COMPLETE.
WITH THIS MACHINE
NOT EVEN THE
GLOBAL GLADIATORS
CAN STOP ME FROM
SLUING THE
ENTIRE WORLD!

THERE IT
IS, DUDE!

WATCH
OUT!

GLADIATORS
UNITE!!

GET IT!

WARRA DUDE,
THAT WAS A LITTLE
TOO CLOSE!

UH-OH!

TO BE CONTINUED...

SEGA
GENESIS
16 BIT POWER

MONSTER BASH SLIME SLASH THRASH TRASH!

SEE MICK AND MACK SPRING, DASH AND SLAVE THROUGH OVER 1200
SCENES OF CHARACTER ANIMATION AS
WE'RE TALKING 10 TIMES MORE THAN
YOU'VE EVER SEEN BEFORE! ADD MICK
AND MACK'S HI-TECH GUN-SHOOTERS
AND YOU'VE GOT A GLOBAL PATROL
READY TO TAKE ON THE WORLD!

EYE-POPPING BACKGROUND GRAPHICS
AND SCENERY LIKE NEVER BEFORE
SEEN ON YOUR GENESIS™.

AWESOME MUSIC AND SOUND EFFECTS
GUARANTEED TO MAKE YOUR PARENTS
SHOUT "TURN THAT DOWN!"

DODGE THE INFAMOUS
RED SNAPPY PIRANHA
IN THE DEEP DARK
MYSTICAL FOREST!

CHILL OUT AS YOU SKID
THROUGH PERILOUS
ICE - BUT DON'T LOSE
YOUR COOL IF YOU SEE
THE AROMANABLE
SNOW MONSTER!

SLIME-BUIT YOUR WAY
THROUGH A WORLD
AND 12 LEVELS OF
CHALLENGING GLOBAL
ADVENTURE!

GOTTA BE QUICK TO PUT
LITTER IN ITS PLACE
IN TOKI-TOWN!

"EXCELLENT GLOBAL GLADIATORS"
MAP ALL THE TIGHT QUANTITIES
CRASH CRASH CRASH CRASH
LEAD A NICE DIFFERENTIAL
CONTROL AND TREME PERFECT
ADDITIONAL ANIMATE PERFECT
PLAY HONALINE A MEGADONT
START TO FINISH THE CRY FROM
MICA PLAY



THIS OFFICIAL SEAL IS
YOUR ASSURANCE THAT
THIS PRODUCT MEETS
THE HIGHEST QUALITY
STANDARDS OF SEGA.
BUT SAME! AND ACCO-
RDING TO THIS SEAL,
IT IS SURE THAT THEY
ARE COMPATIBLE WITH
THE SEGA GENESIS SYSTEM.



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CAL RIPKEN JR. BASEBALL

BY MINDSCAPE,
A DIVISION OF
THE SOFTWARE TOOLWORKS

If you're familiar with the TV Sports products that have appeared on personal computers — and more recently, on the TurboGrafx-16 — *Cal Ripken Jr. Baseball* will seem familiar. The on-field graphics, the way the pitchers throw, and the way the batters swing their bats, are all reminiscent of *TV Sports Baseball*. It's no wonder. *Cal Ripken Jr.* was designed by the same team who brought us the *TV Sports* line.

I was lukewarm on *TV Sports Baseball* — but *Cal Ripken Jr. Baseball* is another story! *Cal Jr.* is an impressive product that brings a realistic feel to baseball video gaming.



THE BOYS OF SUMMER

Mindscape boasts that this game is "the strongest baseball simulation ever, with smoothness in animation, sophisticated baseball logic, and enhanced intelligence for the players." Guess what? This isn't just a load of sales bull...it's the truth!

The players are smoothly animated in almost every action they perform. They field smoothly, they throw accurately, and they run gracefully. The only thing they do poorly is dive for grounders, sprawling rather awkwardly to the ground with a jerky animation. But overall, the player animations will remind you of, well, a televised baseball game.

One of the most impressive aspects of *Cal Ripken Jr. Baseball* is the cutaway close-up scenes that appear during "bang-bang" plays. The perspective shifts instantly from the long-range view of the fielder to a super close-up of the play at the base. The animation quality is so good, it looks digitized!

Other than the close-ups, the graphic frills are kept to a minimum. There are three ball fields to choose from, and each is well designed with either a grass or turf surface. The crowds are nondescript (and also non-animated), and the players don't differ dramatically in their batting stance or overall appearance. Even *Cal Jr.* himself looks like one of the guys — despite his super-human skill ratings.



NO FRILLS BASEBALL

But for what *Cal Ripken Jr. Baseball* lacks in frills, it more than makes up for in good, solid game play. Infielders and outfielders back each other up on plays, and there's a good mix of the different types of hits — grounders, line drives, and fly balls. The pitching/batting confrontation is fairly balanced, too. You can whiff the best batters with a nasty curve ball or smoking fast ball. Unfortunately, you can only move the ball right and left, not up and down, so there's no such thing as a pitch high or low outside the strike zone.



PLAY MISTY FOR ME

Cal Jr's sound effects and background music are solid and non-intrusive — about the most you can hope for in a baseball game these days. The best part of the soundtrack is the stadium organist — perhaps the finest I've ever heard in a baseball sim. And while he doesn't know "Misty," he sure does a great rendition of the "1812 Overture" whenever someone pops a dinger.

SCORE
 GRAPHICS: A-
 SOUND: B+
 REALISM: C+
 BELLS AND WHISTLES: A-
 LONG TERM PLAY VALUE: B

Keeping Score

There are only a few minor negatives in *Cal Ripken*.

Without an MLBPA license, the only major league featured is Cal. The 16 teams are from real major league cities — but it's just not the same if you can't throw a fastball under Rickey Henderson's chin.

Another problem is the difficulty you may have picking up the outfielder icon on the Field Map. The icon is small and blue, and the field is green and textured. Until you get used to it,

playing the outfield can be an adventure.

The only other thing I'd like to see in the instruction manual.

It's a nice thing to do if player ratings are an important part of the game — and in *Cal*, they are.

If you're a baseball perfectionist — the kind of

player who'll take accuracy in game play over glitz and flash any day — *Cal Ripken Jr. Baseball* is like a double-header on a sunny summer day. It's a solid challenge, it looks good, and there are no rain delays. Reserve yourself a bleacher seat — this is one baseball game you don't want to miss!



GP



STEPHEN POOLE

If you enjoyed the fantastic monsters in movies like *Jean and the Argonauts*, *The Seven Voyages of Sinbad*, or *Clash of the Titans*, you're going to get a real kick out of *Gods*. Set in the time of the mythic Greek and Roman gods, this puzzle-adventure from The Software Toolworks sends you on a quest ordered by Zeus, Hera, and the other inhabitants of Mount Olympus. Your goal: to reclaim a city long abandoned by the gods, now overrun with unspeakably horrible monsters.

You find weapons as you battle your way into the city, and at certain points you're given a chance to use the treasure you've picked up to buy new weapons, magic spells, potions, and food to replenish your health meter.

There's a lot more to *Gods* than just killing the incredible assortment of nasties blocking your path. You have to find keys which close or open trap doors, passageways, and tunnels. But because you can carry only three items at once (that includes keys and potions), you must decide in what order to pick things up, as well as the best time to use each object.

Gods is also a huge puzzle. Pulling levers and pressing wall tiles in the correct order can reward you with bonuses—or release even more critters bent on your destruction. If you choose an incorrect path or fail to use keys in the right sequence, you can find yourself stuck on a level with no escape.

The graphics and animation in *Gods* are first-rate, especially the rich, intricate backgrounds and weird monsters. Add a groovin' soundtrack and you've got one of the best-looking and smoothest-playing games for the Genesis this year.



Pull this lever once to destroy the monster, then pull it again if you want to find a shortcut.



Be ready to hurl knives at these winged heads—they drop down unexpectedly from the top of the screen.



After flipping the lever here to blow up a rotating spike and retrieve a key, pull it again to reveal a shortcut. If you take the shortcut now, however, you'll forfeit a secret bonus just ahead.



If you didn't use the shortcut, and if you made it to the end of the world in under two minutes, a platform appears. Jump on it and press the wall tile to receive a bonus gem.

If you received the bonus gem at the end of the first world, you'll want to head right at the start of world two and look for a wall tile. Use the starburst weapon to take out the horpies which descend upon you.



After pressing the tile, go back to the left and pick up a key dropped by the monsters you destroy.



Now press this wall tile to receive a jump potion. Remember, this trick won't work unless you received the bonus gem at the end of the first world.



Use the jump potion to get to the top of the screen — you'll find plenty of booty awaiting you.



You must enter this recess to retrieve a key, but as soon as you do monsters appear. Move as close to the ledge as possible and keep attacking.



After you retrieve the key, flip the switch nearest you. Then hop back to the left and flip the other switch to earn a teleport key.



At various points in the game you're given a chance to go shopping for new weapons, potions, and food to restore energy.



You could really use the jump potion beside that razor-sharp spike. Climb up and look for a lever to destroy the spike and close all the trap doors.



This floating platform carries you to a huge cache of diamonds and a much-needed key. If you don't see it, try jumping left into midair. The platform should appear as the screen starts to scroll.



Beware the dragon statues! They come to life as you walk past, but they're easy to destroy.



After eliminating the dragons, flip this lever to reveal an invincibility shield. Grab it as soon as you flip the switch, then toll through the open trap door. Go in each door you see, picking up keys as you go.



This huge knight is the boss of the first level. The bouncing shots he releases drain you of much energy, but once you figure out a safe distance — and maintain it — his shots pass harmlessly over you.



Before heading into the first world of Level 2, go to the right and push this wall tile. It opens a trap door that eventually leads to plenty of treasure.



If you used a password to start of the second level, be sure to pick up an invincibility shield at the shop. After you've pushed the wall tile, activate the shield and start heading left to earn a speed bonus.



You can use thieves to remove objects you can't reach. Here's a good example. First let the thief grab the invincibility shield, then lure him to you by dropping a key. Kill the thief and grab the shield before climbing up past the spikes.

When the shield wears off, open the door and step left. Another thief will appear and start climbing for the key which fell when you opened the door. After he grabs the key, wait until he's almost on top of you before attacking.



Now step through the door to arrive in this secret treasure room.



Climb this ladder to retrieve the crystal at the top right.

Three crystals can be used to reach the world key, but if you play your cards right this is the only one you'll need.



After you pick up the first crystal, go all the way to the left, all the way down, then all the way to the right to enter a treasure room. Don't let the harpies make off with your gems!

Go all the way to the left, then halfway up. Look for a passageway on your right guarded by two nests of snakes — that's where the gem room is located. Flip the lever in the gem room several times to release the teleport crystal at the top of the screen.



You'll find an extra life and a bottle of jumpation in this room. After grabbing all the goodies, you're transported back to the gem room.



Once there, you'll be able to reach the world key with only one gem instead of three, thanks to your temporary jumping ability.



What an awful way to start the second world at Level 2! About all you can hope to do here is drop down and take out the guard — the snakes are almost impossible to avoid.



Go down the first ladder you come across to retrieve a very important key.



Here you must drop through the trap door on the right to grab a choice, but you've got to open the trap door on the left first. Stand as far to one side as you can when pulling the left lever or you'll wind up on top of a spike.



You need to hop from ledge to ledge here, pulling levers as you go. Don't go down unless you picked up the door key of the start of the level!



Don't grab the spinning teleport key until you've returned the choices!

Once you reach the bottom, go right as far as you can and start working your way up.



Carry the choices to the ship room and grab all the keys, then use a treasure key outside the ship room to open a treasure box before going back inside to grab the invincibility shield. Now snatch up the teleport crystal for an easy bonus.



Now it's on to the armory, where you earn a new weapon — spears — and find a skull.

Take the skull to — where else? — the crypt, and a piece of mosaic will fall beside the laser-spitting statue.



The third world of the second level is one of the biggest areas in the game. After blowing up the snake nest, duck out the door and re-enter — the snakes will be gone. Now grab the globe and take it to the study to earn a piece of the mosaic you must restore.





After restoring the mosaic, you're teleported to another section. You'll need to descend into this room and flip the switch of far right to close some trap doors above you.



Climb up the trap doors to retrieve the candle — you'll need it at the end of this level.



Make sure you saved on invincibility shield, or you won't be able to reach the cross. You can finish the level without the cross, but you won't have nearly as much money to spend in the shop later on.



The dragon blocking the exit from Level 2 breathes fire and shoots blasts from his tail. Move in close to avoid the fire while jumping to avoid the shots from his tail.



Welcome to Level 3, also known as the labyrinth! Pull the switch to the left to uncover a storeroom, then run right and jump on the ladder as soon as the fireworks start.



After you earn the bomb, you can stay on ladders and attack guards with no danger to yourself.



This hive releases oversized bees ready to put the sting on you. Run up to the trap door and throw a bomb, then dash back to the left before turning to stop the bees. It takes two direct hits to destroy the hive.



A horde of bats is ready to drain you of all your power, but if you climb up the ladder slowly you can finish them off before they're even aware you're attacking.



After you pass the bats, you'll come to these three levers, each of which releases a teleport crystal. But pull only the middle lever — the other two take you to rooms from which you may never escape.



Now it's time to head back to the very start of the level for a shortcut key.



Once you've got the key, go toward the spot where you destroyed the hive earlier to find the shortcut.



this world — this one is located above the one that takes you out of the world.

Here's another spot where an invincibility shield is worth a lot more than the price you paid for it in the shop! There are two big treasure rooms in



Use the mace whenever you see a wall section that looks different from the rest. In the first treasure room, for example, you can smash through the right wall to uncover a horde of riches.



After opening the door to the treasure room at the very bottom of the world, run to the left and drop the magic potion. Climb up the ladder, then start hurling the mace as they walk toward the potion.



After killing all the thieves, head into the treasure room and start tossing the mace at the ceiling. It won't be long before all sorts of goodies begin falling!



You earn a treasure key if you make it to the top of this ladder with maximum energy. Climb up the ladder until these hooved beasts appear, then pull the lever after you've destroyed them to earn an invincibility shield before resuming your ascent.



This is the door the key opens. Grab the invincibility shield and head on down!



Here's another way to reach the treasure room. After entering this area, flip the switch on the right, then the switch on the left, and finally the one in the middle to earn an invincibility shield. Now you can go past the spike and reach the treasure room.

The final world in level three is very dangerous. Go down the ladder you see at the start of the world to pick up one vessel, then go up as far as you can to find another vessel before going back down and to the right.



The boss at level three fires relatively harmless shots — the real danger is his leaping attack. Keep tossing axes, then run under him when he's in midair.

At the start of the fourth level, fight your way to the door at the upper right, then flip the door switch before you have the key. The heart below you will drop down to a spot where you can reach it.



Flip the switch at the bottom of this ladder to gain access to two keys at the top of the room.



The boss of the last level is incredibly difficult to defeat. Stand on the platform in the middle of the screen, jumping to dodge the shots he fires from his mouth. Toss axes at the snake that slithers from his head, turning to continue your attack as he passes overhead.



Turn the first green switch to attract a thief carrying one of the alchemist's tools. Climb to the top of the screen and cross to the left, then drop down to reach a switch which destroys the device protecting the potion.



The city has been reclaimed for the gods and your quest is completed! Only the bravest and most talented adventurers will live to see this screen.

GP

CAPTAIN AMERICA

and The AVENGERS



GENESIS
DATA EAST

The American way. For more than half a century, Captain America has defended that dream every month in the pages of Marvel Comics. With help from his teammates The Avengers, he's saved our country—even the world—time and time again.

Now, the world needs his help more than ever. The Red Skull, the Captain's oldest and deadliest foe, has returned—and he's not alone. The Skull has developed a mind-control device that gives him power over all of The Avengers' worst enemies, including such ruthless monsters as **Wolverine**, **Klaw**,

and the Living Laser. By themselves, each of these villains have come close to destroying The Avengers on more than one occasion. Together, they just might be unstoppable.

You'll need every bit of skill you can muster as you and a friend take the role of two top Avengers in this all-out war between good and evil. Your search for the Red Skull will span the globe, taking you from the rough city streets to the bottom of the ocean and beyond. Are you up to the challenge? The hopes of people everywhere are riding on you!

CHRIS SLATE



AVENGERS ASSEMBLE!

SHIELD THROW



FLYING SHIELD



DASH



JUMP KICK



DID YOU KNOW:

Cap was frozen in a block of ice near the end of World War II. He drifted aimlessly for years until he was found by his future allies, The Avengers!

CAPTAIN AMERICA



When 98 lb. Steve Rogers volunteered to undergo a secret government experiment, he was changed forever into the super soldier Captain America! Armed with his indestructible shield, he fights a never-ending battle for the American way!

JUMP SHOOT



BOW & ARROW

JUMP KICK



SLIDE KICK

HAWKEYE

When Clint Barton first picked up a bow, he couldn't have imagined that the world would someday know him as Hawkeye. A deadly archer and trained in combat by Captain America himself, Hawkeye is truly a force to be reckoned with!



DID YOU KNOW:

A plot to trap New York's super-heroes almost finished Hawkeye. He was saved by a heroine named Mockingbird, who not only became an Avenger herself, but Hawkeye's wife!



IRON MAN



When Tony Stark dons his special armor, he becomes the Golden Avenger known to the world as Iron Man. With the resources of Stark Enterprises to back him up, he uses his hi-tech genius to fight for justice!

DID YOU KNOW:

Stark was mortally wounded recently in the pages of Marvel Comics, so he's being kept on ice until his life can be saved. In the meantime, his best friend Jim Rhodes continues on as Iron Man!

LASER



CHARGE



JUMP LASER



FLYING PUNCH

EYE LASER



LOW ELBOW

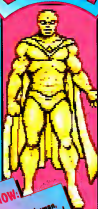


FLYING ELBOW



JUMP LASER

VISION



Created from the remains of the original Human Torch, Vision is actually the world's most advanced android! His unique fighting abilities and supreme intelligence make him a valuable ally to The Avengers!

DID YOU KNOW:

The Vision is so nearly human, he's actually developed emotions! In fact, he's married to another legendary Avenger, the Scarlet Witch!





Along with their awesome offensive capabilities, The Avengers also have special defensive moves. For instance, Captain America blocks with his shield, and Vision becomes intangible.

ROUND 1



HTN
0

HTN
0

ARE YOU
READY?



Before you attempt to save the world, it might be best to train for a while at Avenger's H.Q. You and a friend can spar against each other to learn moves and formulate strategies.



The Red Skull's assault has begun! He's taken control of Klaw and the Living Laser, and together they're more than the citizens of New York can handle! When you tackle them, be careful not to get caught between.



The super-fast Quicksilver will occasionally drop off much-needed life capsules. Grab them quickly and jump back into battle!





Whirlwind spins around the screen like a tornado, blowing away everything in his path! Avoid the debris and attack with your long-range weapon. When he's stunned, attack with rapid punches.



Wonder Man will provide a Sky Sled for those avengers that can't normally fly, so you can keep up your pursuit. Fly just below the center of the larger planes and keep firing — this way you'll avoid enemy fire!



Grab the "W" symbol for the Wasp's help. She'll scout ahead and destroy enemies when you tell her to.



From the pages of the X-Men comes a runaway Sentinel! Dodge its attacks by staying in the upper-left corner of the screen while constantly shooting it in the face.



It's Wonder Man's evil brother, the Grim Reaper! He isn't too hard to defeat, though — just punch or dash slightly above or below him, so that he walks up or down into your attacks. He won't know what hit him!





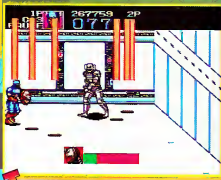
The evil Wizard attacks with deadly discs! Avoid their lethal reach and fight him using the same strategy you used on the Grim Reaper.



Namor, the Sub Mariner, points Cap in the right direction. It seems that the Red Skull's army has retreated to the sea, where a huge mecha-octopus awaits you. Stay near the upper-left corner and fire at its cockpit. Carefully slip between the lasers it fires at you.



You can sometimes defeat the Mandarin easily with punches. Stand directly in front of him and keep up the attack. It all depends on when you catch him.



Try to stay above or below Ultron, and then attack him with punches when he comes near — much like you did with the Grim Reaper and the Wizard.



You've finally tracked down the Skull's home base — on the moon! What dangers await The Avengers in the final part of their mission? Don't miss the exciting climax!



GP



The **SEGA**



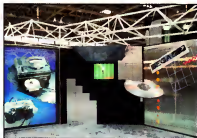
P R E V

PHOTOS BY MARSHAL M. ROSENTHAL
SEGA CD SCREENS MAY VARY

The future of videogaming is here — Sega CD. With two 16-bit processors, high-tech graphics and full-motion video images, unbelievable digital sound, and the storage capabilities of dozens of game carts, the Sega CD is going to change forever what we expect from a videogame system! It brings cutting-edge computer technology into everyone's home, at prices most of us can afford. The CD-ROM wizardry of the Sega CD turns videogaming into a window on reality.

But it's going to take more than a new machine to make things happen. To really shake up videogaming, it'll take new software. It's the discs spinning inside the Sega CD that'll create the excitement to drive this new medium into the forefront! And here's a quick preview of the first few games you'll be playing.

**MARSHAL M.
ROSENTHAL**



I E W *Show*

The Adventures of Willy Beamish

It's tough being a kid — especially if your little sister's always tagging along and getting in your way. Having a frustrated pop and a neurotic yuppie for a mom doesn't help either. And neither does the way Grandpa's always hanging around — even though he's dead!



In *The Adventures of Willy Beamish* from Sierra, you must put your family life behind you and solve the puzzles kids face every day — like getting out of detention hall, avoiding bullies at school, saving your hide at the pizza parlor, entering your pet frog in a jumping contest, and, of course, saving your town from certain destruction. Disney-style artwork, a cool sound track, and live voices throughout make *Willy* a sure winner on Sega CD.

SIERRA

Batman Returns

Batman Returns is showing up on a lot of other game machines, but it's smokin' on Sega-CD! Action and arcade scenes mix with digitized pics and computer graphics — all hoppin' to the beat of music and sound effects right out of the blockbuster movie!

Drive the Batmobile through the mean, dark streets of Gotham City, and watch the 3-D rotation of street objects as you flame along. Massive graphics flash and disappear at breakneck speed all around you.

There's plenty to do in Gotham, what with the Penguin and Catwoman around. The huge storage capacity of the CD-ROM and that extra processor in the Sega-CD result in a lot more than your average game-based-on-a-movie. The Dark Knight hits the cutting edge.



SEGA OF AMERICA

Black Hole Assault

Earth, 2160 A.D. Dwindling resources have forced you to take command of the human-shaped weapon called C.A.M. (Cybernetic Anthropomorphic Machine) and search the outer reaches of space for the raw materials your people desperately need. All the probes sent this far outward have disappeared. Could the deadly Akrovians be preparing to attack once more?

In *Black Hole Assault* from Bignet, you must pilot the C.A.M. on a quest to the very edge of space, where you'll find an enemy base situated at the edge of a menacing black hole. As you battle toward your destiny, you must overcome increasingly destructive enemy war machines strewn over planets and asteroids throughout the solar system.

Stereo sound and multiple cinematic sequences combine with one-on-one combat action in *Black Hole Assault*. You fight through eight levels and face eight enemy war machines, each with its own powers, fighting characteristics, and weapons. Planetary environments — the lightning on Venus, for example, or the ice on Mars — affect game play, and there are more than 50



menacing moves to master as you strive to reach those lethal enemy bosses. There's

also a tournament mode where up to eight players can show their stuff.

BIGNET

Cobra Command

Those terrorists have finally gone too far — they've overrun the world's great historic landmarks and established strongholds at the sites. These mega-bad guys are threatening to blow everything to rubble if the United Nations doesn't give in to their demands. But the nations of the world have a secret weapon: Operation Cobra Command. Your mission? Take out the terrorists!

Rev up the LX-3, a state-of-the-art helicopter equipped with plenty of ammo and heat-seeking missiles. In Sega's *Cobra Command*, you pilot the chopper and attack the bad guys in New York, the Grand Canyon, Rome, Easter Island, and the Pacific. The game features 20 minutes of animation, ten levels of fast-paced excitement, and fast-moving cartoon-style scenarios and animated cutaways that run at six to eight frames a second.

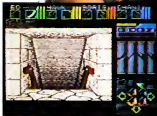


SEGA OF AMERICA

Dungeon Master: Skull Keep

Unpredictable enemies scattered throughout dangerous dungeons await you in *Dungeon Master: Skull Keep* from JVC. Experience Skull Keep's mysterious dungeons — the adventure and excitement, sword combat and intricate magic — seen from first-person perspective. And naturally, there's plenty of spectacular animated graphics and stereo sound effects.

A "point-and-click" interface makes movement easy, even if staying alive in Skull Keep isn't! Moving in any direction is a simple matter of clicking on an arrow, and you can check vital signs, inventory, and weapon-status just as easily. Fight and use powerful magic as you labor to uncover the secrets hidden within the cold, dank halls of Skull Keep. Beware the slime... and watch your back!



JVC

King's Quest V

One of the best PC graphic adventures comes to the Sega-CD. It's *King's Quest V*, continuing the escapades of the ruling family of Daventry. This time, King Graham must find his wife

and children — they've disappeared, castle and all. With the help of a talking owl and an old wizard (they're never young, are they?), Graham sets out to rescue his family from the evil, revenge-seeking Mordack.

With backpack and adventurer's hat in place, the king encounters bizarre creatures ranging from bears to gypsies, from starving eagles to abominable snowmen. There are dozens of riddles and puzzle to solve in Sierra's most cinematic adventure.



SIERRA

Make Your Own Videos

Make Your Own Videos should be a blast to play with — partly because Sony Imagesoft can draw on its stable of musical talent and partly because you select from a wide range of video images and special effects.

The "game" mode puts the strain of real-time deadlines on your head as you must produce a music video minutes before air-time. The "edit" mode is easier, giving you time to polish your video. Digitized images taken from today's hot artists and their latest videos combine with CD quality sound and a host of features to make this the interactive video equivalent of sticking your face into MTV!

SONY IMAGESOFT

Out of This World

As a scientist, you're used to dealing with the unknown. But being "shaked n' baked" by a particle accelerator gone wild is worse than unknown. It's *Out of This World*, from Virgin Games.

You find yourself in a weird new land, one filled with strange shapes and deadly traps. Get your bearings, then find tools and weapons to use. Learning the rules of this new environment is the name of the game.

Fluid animation combines with arcade-style action and puzzle-solving in this cinematic adventure. Polygon-derived shapes make this a unique visual experience, and this CD-ROM version will include all-new levels and intense music.



VIRGIN GAMES

The Secret of Monkey Island

It ain't easy being a pirate — just ask young Guybrush Threepwood. The Barbary Coast is no place for honest folk, but he wants to do more than just get along with the other cutthroats and knaves seeking treasure — he wants to become a great pirate in his own right. And that means he must discover *The Secret of Monkey Island*.

This entertaining PC title from LucasArts/JVC comes to the Sega-CD with all the ease of the copyrighted "S.C.U.M.M." point-and-click interface, as well as the humor and mystery. Solving the logical puzzles and having complex, meaningful conversations with the assorted inhabitants of the islands is just the beginning of the adventure. There be secrets here, Matey!

There's fortunes to be told, the Governor's mansion to explore, safe's to crack, recipes to concoct, and ships to examine (and perhaps sail). All-new graphics have been added to the original computer version for close-ups and cutaways, with stereo sound effects and a musical score. The pace won't let up — and you can't either. After all, it ain't easy being a pirate.

JVC

Pit-Fighter II

Take one martial-arts fighter, add a strong-man and a kick-boxer. Then mix liberally with bikers, bruisers, and street brawlers. The result could only be *Pit-Fighter II* from Tengen. Digitized graphics and sounds abound in this game where the only victory is in seeing your opponent

smashed to the ground — and the only prize is cold, hard cash. The more

brutally you fight, the more money you win.

As Buzz (the wrestler), Kato (the karateka), or Ty (the kick-boxing champ), you take on your opponents and whomp 'em with all you've got. And we're talking *no rules* — go for them with fists, sticks, barstools... anything you can get your hands on. Stay away from the crowd, though. They might be cheering, but they'll smash you if you get too close. If you can take on all comers, then the ultimate battle with the Masked Warrior awaits.



TENGEN





Sewer Shark

Pure arcade action makes *Sewer Shark* fast-reflex fun from Sony Imagesoft. Your job is to fly through the underground subways and sewers of a post-nuclear future, delivering food to the last remnants of humanity surviving beneath the city. Of course, plenty of junk — mutant and otherwise — gets in the way. But speed and a quick, steady gun should see you through.

With animation running about twice as fast as cart-based games, expect to develop a few callouses as you thumb those controls! And while the visuals pound away, with digitized actors melding with the computer graphics, that CD-quality sound, music, and voice will slam you into a new realm of realism! If can't you handle the heat, get out of the sewer!

SONY IMAGESOFT



Space Quest IV

Roger Wilco never wanted to be a hero — he'd prefer to be left alone to pursue his own... er... interests. So what if he's saved humanity and assorted alien cultures in the past? Can't a fellow be left alone?



In *Space Quest IV*, you help ol' Rog as he tiptoes clumsily through time in an attempt to avoid the Sequel Police, who are out to make sure there won't be any more of these Sierra graphic adventures! Fortunately, Roger is aided by the Time Rippers in this humorous, top-notch graphic adventure.



SIERRA

The Terminator

He's big, bad, metallic — and you've gotta take him out! He's The Terminator, an android killing machine sent from the future to wipe out humanity's last hope for salvation: Sarah Connor.

As time traveler Kyle Reese of the Human Resistance, you must battle through many levels in this Virgin Games title, attempting to prevent all mankind from being destroyed. Along the way, you'll attack — and be attacked by — many mechanical foes.

VIRGIN GAMES



Terminator 2: The Arcade Game

You've seen the film. You've played the coin-op game. Now you can bring home *Terminator 2: The Arcade Game* from Flying Edge, a 1-2 punch that stretches your nerves to the max. All those sound channels mean the music from the film can be piped right into the game — and the same goes for those



violent, loud, destructive sound effects. Massive storage means graphics aplenty. Are you up to the challenge?

**FLYING
EDGE**

Wonder Dog

First there was *Sonic the Hedgehog*, then *Taz-Mania*. Now comes JVC's *Wonder Dog*, perhaps the greatest animated hero ever to hit the Genesis. A variety of great visual effects enhance Wonder Dog's amazing ability to outmaneuver enemies. He can take on those baddies by flying over them, or using his Spin-Digging Whirl. Take Wonder Dog through eight levels, while 400 foes attack from every direction. It's time to get manic!

JVC



WWF Super Wrestlemania

The roar of the crowd. The twang of the ropes. The thud of bodies being tossed to the mat. It can only be *WWF Super Wrestlemania*! Flying Edge takes the World Wrestling Federation's biggest stars and slams them to the Sega-CD mat with bone-crunching force. See Hulk Hogan, "Macho Man" Randy Savage, and the Ultimate Warrior



(among others) come to life like never before. True ring-side sound effects accompany every leap, kick, suplex and piledriver. Specialty moves help each wrestler as he tries for the coveted WWF Crown!

FLYING EDGE

Wolf Child

Your father is kidnapped, and the rest of your family is murdered. And then, through potent genetic mutation, you become an awesome psychic man-wolf and seek revenge! Now THAT'S a long day!!!

In JVC's *Wolf Child*, you'll experience heart-pounding danger as you face the foes of evil and destruction who bar your way. But you're tough — and you know how to make ample use of the wide variety of weapons you find along your way. No foe alive can keep you from rescuing your father.

Highly detailed graphics combine with great sound and graphic effects to make this cart one to watch! Comic book-style sequences add to the mix for a real visual feast. Only those with fast reflexes need apply.

JVC



GP

MEGA-LO-MANIA

Genesis/Virgin Games

Here's another fine PC-to-Genesis conversion. You play as one of four all-powerful dictators, and your task is to destroy your rivals and lead your people from 9500 B.C. to the space-age.

The game proceeds in a series of nine epochs, each with three island continents up for grabs. You and your rivals stake out a base on each continent, then battle until there's only one of you left. If you can survive these island battles through the nine epochs, you'll fight for the universe and all of its riches in the 28th, called Megalomania — the mother of all battles.

Your followers begin by gathering rocks to throw at their enemies — and everybody's an enemy in this game. As your population advances, you begin to mine for raw materials, build factories, and defend your palaces. And as each epoch passes, new technologies and scientific ad-

In the early scenarios, start designing attack weapons first — like this slingshot.



Incoming! Be sure to build up your defenses as you move into the more advanced epochs.

vances become available. Eventually you'll be planning your battles in the laboratory, putting every scientist to work designing nuclear warheads, Star Wars SDI devices, and flying attack saucers.

The graphics in *Mega-Lo-Mania* are very good. Most of the screen is filled with the sector of the island you're viewing, and along the right side you have an overview of the whole land as well as an involved set of interrelated menus.

The most frustrating part of the game is learning the command system, which consists of moving a pointing finger over icons to reveal statistics about a current project, such as building a factory. While learning the system takes a while, it's time well spent. Soon, you'll be shutting designers from the labs to

the battlefield without so much as a thought. Then you can sit back and bite your nails as you watch the outcome of your latest skirmish.

Advancing from epoch to epoch requires careful planning and more than several failed attempts to find out what works and what doesn't. Sometimes it's better to attack first, other times it's better to dig in and strengthen your defenses.

Mega-Lo-Mania is an exciting, well-designed strategy game. Even with its computer origins, it works very well on the Genesis.

— Paul C. Schuytema



As new technology becomes available, use it. A catapult is no match for a jet bomber.



Remember, you'll have only 100 followers in each epoch. Play the smaller continents first, and never use more than a third of your people.

Keep your eye on the number of attackers and defenders during a battle. Retreat if your numbers fall too low.



Virgin Games, 18081 Fitch Avenue, Irvine CA 92714

AYRTON SENNA'S SUPER MONACO GP II

Genesis/Sega of America

Many of the buyers of racing games are racing fans in real life, so titles trying to attract these players should do two things extremely well — convey a feeling of speed, and make the player feel like he or she's really behind the wheel of a race car. *Ayrton Senna's Super Monaco GP II* does both of these things well, but it's still plagued by some of the same problems found in the first *Super Monaco* game.



Digitized pics highlight the game.



Practice races feature driving techniques and tips from Senna himself.

Returning are the outstanding, arcade quality graphics and sound the folks at Sega have seemingly mastered. Graphically, *Monaco II* moves like nothing else on the 16 bit market. The familiar driver's perspective view gives you a real feeling of speed. The motion is fluid and, unlike other titles, the foreground doesn't get choppy or look unrealistic. Even as cars jet by, their engines roar in stereo.



Beginners will want to try this configuration. Using it, you'll be less likely to accidentally down shift in a turn. Stick with an automatic transmission until you get used to handling the car.



Neither the USA or Monaco tracks are speed courses. Good runs here depend on your knowledge of the track, and steady nerves.

In the Pro mode, you can select rivals from the circuit—including Senna.



The main problem, however, is controlling this graphically superior racing gem. Since most of the gear configurations place either the shifter or the brakes on the directional pad, you'll often find yourself shifting up or down accidentally, or braking, as you steer the directional pad into a turn. This can destroy your chances in a tight race. And while the automatic transmission eliminates the problem, you just can't get up to speed as quickly

as you need to when using the automatic.

Monaco II was produced under the supervision of Senna, but it's still almost a carbon copy of the original. A few improvements have been added, but fans of the original might not find enough difference to warrant owning both games. Still, if you missed the first title, jump on this one. *Monaco II* is the best title in this category.

— Vince Matthews



Use slip streaming to pull ahead of the pack!



Sega of America, 130
Shoreline Drive, Red-
wood City CA 94065

NHLPA HOCKEY '93

Genesis/Electronic Arts

NHLPA Hockey '93 is Electronic Arts' fast and furious follow-up to the smash hit *NHL Hockey*. NHLPA is sanctioned by the National Hockey League Player's Association, and uses real players from the NHL.

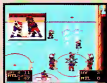
Not only are the players named, but each has his own realistic playing style. Kevin Stevens sports a vicious slapshot (which can sometimes shatter the glass behind the goal), and Bob Probert can level his opponents with his unyielding body checks.



Use the VCR to analyze what went wrong when your opponent scores.

You view the action from the same three-quarters overhead view that worked so well in *NHL Hockey*. And while you see only about a quarter of the ice at a time, the scrolling is smooth and your player's location off-screen is always indicated by an arrow.

NHLPA's greatest strength is its playability. From the first time you pop the cart into your machine you're ready to go, and the controls are so easy to learn that you'll forget



Face Off! Pump the B button to get a jump on the puck.



The EASN announcer runs down the strengths and weaknesses of each team.

about them in a few minutes and concentrate on your puck handling.

This cart is loaded with options. You can change your line-up, your goalie, the players' fatigue levels, and which penalties the referees will call. Like the original *NHL*, NHLPA sports an instant-replay feature you can call up any time to watch that goal in real-time or slow motion. You're given all the stats you could possibly want, from individual performances to general game stats to goal summaries. And during tournament



Take advantage of power plays — especially when the other guy's down two players.

The Great One, Wayne Gretzky, closes for the kill. Use the superstar's great skating ability to breeze through defenders.



play, you get to watch highlights from other games.

Rounding out this top-notch cart are some nice, realistic touches. The game sounds will make you believe you're playing in an icy arena, and the sense of skates on the rink is as real as it gets. NHLPA Hockey '93 is one of the best of the year.

— Paul C. Schrytema



Pump the C button to get an extra kick of speed when you're on defense.

OUTSTANDING
9

Electronic Arts, 1450 Fashion Island Blvd., San Mateo CA 94404

TEAM USA BASKETBALL

Genesis/Electronic Arts

For years, Americans easily dominated basketball in the Olympics. After all, we created the sport. And then the world started to catch up. They sent a wake-up call to the U.S. by beating the best of our college players. But things were a lot different this year in Barcelona. For the first time ever, the NBA pros were allowed to participate — Jordan, Johnson, Bird, Barkley, Drexler, and a host of other living legends that could only be described as the Dream Team.

Now Sega fans can relive the Olympic excitement with Electronic Arts' *Team USA Basketball*. Olym-

It's very important to get clear before taking a shot. Just as in real basketball, it's harder to shoot with a man in your face. Try scrapping your defender off on another player. Setting screens can help you out in a big way.

Team USA Basketball is a good game, but it's not without its faults. For one thing, it's very difficult to throw a long pass, making breakaway dunks nearly impossible. But the biggest flaw is that the other teams are just too good! Nobody wants to buy a



Jordan is an awesome weapon. If he can just get one foot in the paint, you've got an automatic dunk. And what a dunk it is! Kiss the rim, baby! It's shake n' bake time!

game that they'll just walk through, but since when can every other player from Angola do a standing 360-degree dunk from the free-throw line — over Barkley and Ewing!? The international teams all play like NBA pros. Sometimes it seems that they are NBA pros recycled from *Lakers vs. Bulls*, with different uniforms and names. Still, as has been the case with EA's other basketball sims, the super-realistic graphics and many play features make for an enjoyable game.

— Chris Slate



USA's lineup reads like a *Who's Who* of basketball legends. If Jordan gets tired, bring in Robinson. If Johnson takes a rest, send out Bird. With a bench like this, who needs a first string!

pic players from around the world are packed into this limited-edition cart. You'll retrace the U.S. team's road to the gold as you're pitted against Croatia, Angola, and newcomer Lithuania. The is the first basketball video game ever that's set to international rules, which include a shorter three-point line, a longer shot clock, and an extra free-throw for fouls beyond the three-point line.



Before each game, Ron Barr (the official EASN sportscaster) gives a little background on the countries that are participating.



If you thought Jordan's dunk was good, check out some of the international talent. They do some dunks in this game that could make the Guinness record book.



Electronic Arts, 1450 Fashion Island Blvd., San Mateo CA 94404

MONOPOLY

Genesis/Parker Brothers

Monopoly, one of the most famous board games in history, is available at last for your Genesis — complete with dice, familiar metal playing pieces, and all the Chance cards you could hope for.

Everyone has played *Monopoly* at one time or another, and with the Genesis version nearly everyone can play at once. The game allows up to eight people to indulge their capitalist urges at one time — simply pass the controller on to the next person when his or her turn comes around. This is a nice feature, since *Monopoly* tends to be a better game with a lot of players. Any player can be controlled by a human opponent or the by the computer, and you can even have all the players computer controlled.

There's a lot going on in this



Thanks to the power of Genesis, you'll never have to shake dice manually again!



The game features animation to cover every aspect of the game, from landing in jail to building houses.

game, with little bits of animation running constantly as you play. Boots and irons frolic around the board, a hand actually shakes and rolls the dice, and even the Chance and Community Chest cards are animated. Since there can be some dull stretches in *Monopoly*, this helps to liven things up.

On the down side, the menus and sub-menus aren't laid out in the most efficient way. It's hard to tell exactly who's giving what to whom, especially when computer players trade property between themselves. And if you're asked to trade, it's all too easy to give a property away for nothing just by pressing the wrong button. But if you trade early (and shrewdly), you can wipe out even seven computer opponents before they know what hit 'em.

Incidentally, this game doesn't include any of the popular rule variations, like the one in which "Free Parking" lets you collect all the accumulated taxes. This is real *Monopoly*, played by the original rules.

Overall, *Monopoly*



Going bankrupt isn't the worst thing in the world, but it comes awfully close.

for your Genesis is pretty much like *Monopoly* for your living room floor. If you like board game, you'll like the Genesis version — and you won't lose all your *Monopoly* money and deeds, either.

— Jeff Lundrigan



A combination of luck and leveraged buy-outs will leave you standing atop the real estate world like a conquering hero.



Parker Brothers, 50
Dunham Road, Beverly,
MA 01915

CLUE

Genesis/Parker Barkers

Professor Plum. Miss Scarlet. Colonel Mustard. For generations, they've been known as killers. Their weapons? Candlesticks, lead pipes, ropes, and other instruments of deadly force. The crime scene? The house of the recently departed Mr. Boddy. And the game, of course, is *Clue*.

For the past 40 years, poor Mr. Boddy has fallen victim to foul play in one of the world's most enduring board games. And now that Parker Brothers has released a Genesis version of the game, he's getting shot, strangled, and bludgeoned on TV screens, too.



Secret passageways in rooms such as the lounge allow you to do more guessing and less traveling on the board.



Use your clue cards to eliminate evidence and guess at possible solutions.

If your deduction is wrong, you get a clue about one of the elements of your solution: suspect, weapon, or scene of the crime.



The penalty for an incorrect accusation is harsh — a fellow player contradicts your evidence, and you're thrown out of the game.

All the familiar trappings of the board game have been faithfully recreated in the *Clue* video game. There are still six characters in search of the killer, portrayed by you and up to five friends or computer opponents. Once you've chosen a character, you receive cards representing suspects, murder weapons, or scenes of the crime. Any card you hold eliminates that person, item, or place from suspicion — if you have the wrench card, for example, that weapon was definitely not used in the crime.

As you play the game, moving from room to room according to the roll of a die, you suggest solutions to the crime, observe the interrogations by your fellow players, and gradually mark people and things off your notepad inventory until only one



person, one weapon, and one location remain. Then you nab the killer!

Clue works well as a video game — assuming you can trust your fellow players not to peek at your cards. The graphics aren't the greatest, although the soundtrack is suitably mysterious. And the five skill levels let you customize the difficulty of each game so members of the whole family can have fun uncovering the dastardly assassin.

— Leslie Mizell



Parker Brothers, 50 Dunham Road, Beverly MA 01915

GADGET TWINS

Genesis/GameTek

Gadgetland is a peaceful country where buzzing, diving Gizmo gadgets live in harmony. It appears to be a happy land, free of evil.

Ha! Think again! It seems that somebody has stolen the precious gem of Gadgetland — and the king is beside himself! There's only one gadget baddie who's capable of pulling off this feat — the mean and powerful Thump. And there's also only one pair of flyers that can rescue the gem and bring Gadgetland back to its tranquil state. It looks like Bop and Bump have their work



To defeat the Thump lobster, attack the window from above. Your best bet is to drop weights on top of him.

cut out for them.

Don't think it'll be a walk in the park for these two cute airplanes. Their job entails flying through the skies and across oceans while fighting air currents, magnets, and kooky enemies. The ultimate test comes when the duo faces the mean and mighty Thumpster, who's determined to use everything — including his special ocean crafts and air machines — to crush our would-be heroes.

Gadget Twins combines some very cute, cartoony graphics with smooth animation to make game play quite enjoyable. You can choose from ten gadget weapons, but remember that your ship can carry only four of them. With a little practice, you can figure out which ones work most effectively for you. To collect gadgets, save your money and purchase them in the various stores scattered throughout the game. Not only do you have to find warps, detours, and bonus levels, but you also have to fight Thump twice in each level. He's quite a formidable foe, and you'll need to fine-tune your skills and



Don't let this squid creature scare you away — hit him in the eyes while staying above his fist.

learn how to best use your weapons before beating him without losing any ships.

—Johnathan Gagnon



There can be no rest until the missing jewel is found. It's up to Bop and Bump to chase Thump down and beat him.



Thump and his watercraft aren't invincible — just use a couple of jabs to his eyes when he sticks his teeth out at you.



Watch out for hidden snowmen who try to pelt you with — what else? — snowballs.



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